REFERENCE

THE TURN

1. START OF THE TURN PHASE
2. MOVEMENT PHASE
3. MAGIC PHASE
4. SHOOTING PHASE
5. CLOSE COMBAT PHASE

MOVEMENT PHASE

1. DECLARE CHARGES
If you want any of your troops to charge, you must declare this at the very start of the movement phase.

2. RALLY FLEEING TROOPS
If any of your troops are fleeing, you can attempt to rally them after declaring charges.

3. COMPULSORY MOVES
Move troops that are subject to a compulsory movement rule.

4. MOVE CHARGERS
Move charging troops and resolve other movement resulting from the charge.

5. REMAINING MOVES
Move the rest of your troops.

SHOOTING PHASE

- Declare the ranges at which all guess-range weapons are firing.
- Resolve the firing of all guess-range weapons, in any order you wish.
- Resolve the firing of all units equipped with missile weapons that do not require you to guess the range, in any order you wish.
- The opposing player makes any Panic tests required (as explained in the Psychology section on page 48).

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

To Hit Modifiers
+1 Shooting at large target
-1 Shooting while moving
-1 Stand & shoot
-1 Shooting at long range
-1 Shooting at a single model or skirmishers
-1 Target is behind soft cover
-2 Target is behind hard cover

7+ To Hit

Score needed to hit	Dice rolls needed
7	6 then 4, 5 or 6
8	6 then 5 or 6
9	6 then 6
10	Impossible!

CLOSE COMBAT PHASE

- Pick any one of the combats on the table and resolve it, following the sequence given below.
- Pick another combat and resolve it.
- Continue like this until all combats are resolved.

HOW TO RESOLVE COMBATS

1. Fight Combat
Models in base contact with the enemy will fight, as explained in the rules that follow.

2. Combat Result
Work out which side has won the combat and by how much. If the fight is not a draw, the losing side will have lost by 1, 2 or more 'points'.

3. Break Test
Each unit on the losing side must take a Break test.

Any units failing their Break test are deemed 'broken' and will run away.

4. Flee & Pursue
Units that have broken must flee away from their enemy.

Units whose enemies have broken and fled that turn are allowed to pursue them and might possibly catch and destroy them.

5. Redress Ranks
Units are tidied up, ready to continue the battle.

COMBAT RESULT BONUS

Situation	Bonus
Extra rank	+1 per rank after the first (maximum+3)
Outnumber enemy	+1
Battle standard	+1
Standard	+1
High ground	+1
Flank attack	+1
Rear attack	+2
Overkill	+1 per excess wound (maximum+5)

ARMOUR

Unarmoured	No Save
Light armour	6+
Heavy armour	5+
Shield	+1
Barding	+1
Mounted	+1

Armour Save Modifiers

Strength of hit	Save modifier
3 or less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7